AAB P*ROCEEDINGS*

Contents

Insert: Animal and Dinosaur Data

Black Wednesday

On the first Wednesday of January, 1995 an announcement spread across the internet that GDW was going to close down. Details are on the next page. It seems the lackluster Christmas sales were the last straw for GDW and several other companies.

Under the original arrangement at GDW, rights to the game systems revert to their designers.

Traveller (all versions) - Marc Miller
2300 AD - Frank Chadwick
Twilight: 2000 - Frank Chadwick
Dark Conspiracy - Frank Chadwick
Space: 1889 - Frank Chadwick
Command Decision - Frank Chadwick

Other Turmoil

The resurgence of GDW's games depends on negotiations. The gaming industry is not in good shape right now, however.

Games Workshop (of space orks fame) is considering bankruptcy, after a year of trying to set up their own distribution network. They imposed a $500 minimum on all orders, and saw sales decline at hobby stores across America.

White Wolf magazine is closing its doors.

Wizards of the Coast released 75 employees.

And those were just the announcements that same Wednesday.

HIWG Leadership

On the Tuesday before the news, I started a campaign to choose a new Chairsophont. We've been leaderless for about a year, and I felt the new year was a good time to re-organize. I nominated Harold Hale on the HIWG-LIST on the Internet.

I felt we needed new leadership to decide on things like:

What should dues go for? Currently they cover the cost of AABP and mailings to answer inquiries. Do we want to undertake advertising or other expenditures?

How shall HIWG react to the internet? We've established a presence there, but our organization is still based on paper systems.

And then the news about GDW broke, and we needed a spokesman with *some* authority.

> On Marc Miller's list on page 2 , he wants to know which products interest you the most. This is not made quite clear. Send him a list of your 12 favorites, in order. (I can relay lists.)

Responses to HIWG Referendum

--Clay Bush

HIWG Purpose

1. What do you currently get out of HIWG?

Most respondents felt they hadn't been getting much lately.

2. What do you want to get out of HIWG?

More activity. There is interest in developing different time periods of the Imperial universe.

3. How do you feel about expanding HIWG's scope to exchange materials on other games besides Traveller?

The majority said, "No!" A few were neutral.

Interests

4. Which version of Traveller do you use now?

There was a split between MegaTraveller and TNE.

5. Would you buy new CT/MT products if someone published them?

The majority said they would buy background material, but only a few admitted collectors planned to collect rule-type material.

6. Would you support developing another setting?

Most would support alternate settings, if in the Imperial universe. No one was interested in settings outside that universe.

7. Would you support developing another SF game?

Majority said no, with different degrees of emphasis.

AAB Proccedings

8. What do you currently get out of AABP?

Most respondents noted that AABP has had less content lately, especially noting that much material had already been seen on the internet.

9. What do you want to get from HIWG?

News: All were interested in industry news that affected Traveller.

Equipment: Yes, no, and maybe

Starships: Yes, no, and maybe

Adventures: No, or nugget-type advnetures okay

Subsectors: Evenly split

Product reviews: Most said no

Answers to questions: Yes

Chairsophont Election

by Clay Bush

The Chair position for HIWG has been vacant for a year. It has been filled in the past after a discussion by those actively participating in running HIWG: the quadrant editors, the computer contacts, and so on. Previous selections have been run inside the U.S., because we communicated via GEnie, rather than InterNet.

Being concerned that HIWG needs direction,

Being willing to discuss internationally this time (as we have this mailing list),

Being of proven interest in HIWG's activities (i.e. an active member longer than a year),

Being of sound mind (always debateable given the preceeding point),

I nominate Harold Hale for the post of Chairsophont.

If there are other condidates or nominations, please post them here.

STATUS OF ELECTION

After one week, Hale has six votes on the HIWG-LIST, with no other candidates.

Traveller reverting to Marc Miller

To: traveller@MPGN.COM

The industry news about GDW going out of business after 23 years mentions the reversion of **Harpoon, Johnny Reb**, and certain other titles, but their press release is not specific about Traveller. The **Traveller** systems (including Classic Traveller, MegaTraveller, and New Era) have reverted, or will revert, to myself (Marc Miller).

Rest easy, I am working hard at setting the agenda for the coming years. Wish me luck, and send me your ideas.

Thanks,
Marc Miller
FarFuture@aol.com

RIGHTS TO GAMES

Loren K. Wiseman:

Rights to assorted games revert to the designer(s).

Marc will get **Traveller** in all its forms: Traveller, MegaTraveller, and TNE.

Frank will get **Twilight: 2000, Space: 1889, Dark Conspiracy, Command Decision** and CPQ, et al.

I get **Pharsalus** and a couple of other titles nobody ever heard of.

CRB: When asked, Loren said that **2300 AD** (and **Cadillacs and Dinosaurs**) went with Frank Chadwick.

LKW: *The agreement about reversion of rights **long** predates Marc's departure, as it was part of our original partnership agreement.*

Where Traveller Is Going - I

--Marc Miller (Forwarded by Scott Olson)

To keep as many people as possible informed, I will (from time to time) put out my opinion of where Traveller should go now that I am responsible for its future.

Traveller needs to be revitalized with a wider audience who will appreciate and love the game as much as its dedicated fans have in past years. Since its original publication in 1977, Traveller has been the pre-eminent science-fiction game, covering role-playing, boardgames, miniatures, and computer games. My vision is three fold: a comprehensive rules system, continually expanding background and history, and a wide variety of products in print, electronic, and other media.

Comprehensive Rules System. The game system rules will be consolidated based on the original Classic Traveller rules (revised in light of 20 years of role-playing experience). I envision adding a task system and a vehicle design system to the basic rules. Game rules will concentrate on the vehicles, starships, and equipment players will encounter and use (rather than covering every possibility). The key is that these rules must be easy to use, easy to understand, and accessible.

Continually Expanding History. With two decades of experience producing material for Traveller, we now have a broad canvas against which to play. I envision providing in general form to players approximately ten eras (or campaign settings), each defined enough to permit a number of adventures and campaigns. Some (5 of the 12 or so) of these eras would be:

1. Grandfather's Children. Adventuring in the heyday of the Ancients.

2. Long Night. After the collapse of the Rule of Man.

3. Early Imperium. Expansion of the Imperium into unexplored territory.

4. The Civil War. The many factions fight to take over the Third Imperium.

5. The Virus Era. (and others)

Wide Variety of Products. Besides print products like the comprehensive rules set, campaign settings, equipment books, and adventures, I would like to see:

o Get on-Line Traveller (through MPGN) off the ground.

o CD-ROM of all Traveller materials.

o Big Traveller Poster. Consists of a map of the Spinward Marches, Imperial Map, some of the aliens.

o 1996 Traveller T-Shirt

o Computer Referee Aids

o Background Documents

o Novels

o Pseudo-Historical Sourcebooks

o Traveller Trading Card Game

o Traveller Story-Telling Card Game

o Posters and Art Prints

o Comics and Graphic Novels

o ID Cards

o Cardboard Fold-up Starships

o Cardboard Fold-up Grav Tanks

Feedback is essential, so I consider this vision subject to change, and I actively invite constructive criticism of this vision, with your own opinions of where we should go, and how we should get there.

I am actively in discussions with potential publishers, artists, writers, and licensees about Traveller. If you know of a potential participant in Traveller, please give him or her my name and email address.

Thanks,
Marc Miller FarFuture@aol.com

Who's Doing What

Common Objective
by Clay Bush

We started and joined HIWG to develop a common universe we would all share. We can still do that. I propose that we set our sights on fleshing out the 1116 Imperium.

o The 1120 sector files were 1116 data with 1120 allegiances.

o Whether members want to play in TNE, Rebellion, or their own no-Rebellion-happened-here universe, anyone can use the 1116 project as a baseline.

What would need to be done?

What I would have to do, as Quadrant II Editor, is finish naming worlds in Antares sector and some library data.

Quadrant III and IV have the least development, and need the most work.

Quadrant I is done, as far as 1116 is concerned.

This is an achievable project, if we ignore sector boundaries in those cases where there is no sector analyst. The primary reason we haven't finished it already is that we waited till a sector analyst was appointed to name worlds. If no one took the sector, or an analyst dropped out, the sector stayed fallow.

Harold Hale: Sounds like a plan. I agree that this is something that we can and should be doing. I'll volunteer to start working rimward from Terra unless there are objections

Harold Hale: [Your "common objective", next page] sounds like a plan. This is something that we can and should be doing. I'll volunteer to start working rimward from Terra unless there are objections. Any- one want to volunteer to take on the daunting task coming up with sector stats for the Aslan Heirate?

Glenn: I like the idea of focussing on 1116, but we don't have to, and I would even say shouldn't, limit ourselves to the Third Imperium. Let's be free to cover known space.

Leroy Guatney: I like this idea. I may not care about TNE any more, but I do not mind the notion of doing something that continues the CT tradition, even if someone may want to do a silly thing like collapse it for a new era.

I have slowly been continuing my work on generating sectors for the Hiver Federation, sectors which have not been published before except in name. At present I have working pre-production copies of Phlask, Wrenton, Centrax, Langere, Drakken, Lorspane, and Darret. Extolian is next. Spica is finished for both pre-Rebellion and new era.

Pete Burke: He is developing Cronor subsector/ Spinward Marches in detail. (He calls it Qronor!)

GDW CLOSING ITS DOORS

by Clay Bush

From the Industry News topic in the GEnie Gaming Category. I repeat a message exactly as it appeared in the GEnie topic. I don't have any inside information on the closing.

GDW is closing down. One of the oldest companies in the industry, founded in 1973 as Game Designers' Workshop, GDW has endured years of tough times. The company, which now consists of Frank Chadwick and Susan Schug (comptroller and print buyer), stops selling product January 19th and expects to be shut down by the end of February.

GDW is **not** declaring bankruptcy, and will not be selling its products at discounts. Schug says, "We'll do the best we can to take care of everybody and find good homes for our games."

Of these games, the licensed **JOHNNY REB** has reverted to its owner, John Hill, and **HARPOON** rights have reverted to Larry Bond. CLASH OF ARMS will do the next edition of the **HARPOON** game. There are inquiries about the roleplaying lines, but nothing has been decided.

GDW founder Frank Chadwick will now work freelance, mostly in historical games. Schug says he will probably remain with historical games he designed after they go to other publishers.

Harold Hale: Frank indicated to me that sales had been very slow at the beginning of last month, so this comes a little surprise. I have reason to believe that he hoped that December sales would pick up and provide them with enough operating capital to get through 1996, but it was simply not to be.

*The line reversions are actually old news. GDW has pretty much been stripped down to **Traveller, Twilight:2000, Command Decision** and its varients for some time. My guess is that Frank will take **Command Decision** and go to another company with it (and Command Post Quarterly).*

Cadillac & Dinosaurs Land Animal Data

Animal	# App	Size	To Hit	Dam	Pen	Rng	Hits	Atk	Init	Arm	Behavior (on 1d20)	Speed	Meat (x 1d6)
Cave bear	1	S	12/8	2/1	nil	L	40	T&C	3	(1)	a8/f4	8/24	30
Allosaurus (5/6)	1	S	12/4	3/1	nil	L	40	jaw&tail	4	–	a16/f3	8/32	70
Allosaurus (1/6)	1	L	10/4	4/2	nil	L	100	jaw&tail	4	1	a16/f3	8/24	200
Dog, stock	1	S	6	1	nil	S	4	Jaws	5	–	-- if attacked/f7	16/60	2
Dog, Wild	2d6	S	6	1	nil	S	4	Jaws	5	–	a4/f6	16/60	2
Saurolophus (3/6)	2d6	S	6/4	2/1	nil	L	60	Chg+tail	3	–	f13/a4	8/32	70
Saurolophus (3/6)	2d6	L	4/4	4/2	nil	L	100	Chg+tail	3	(1)	f13/a6	8/24	200
Triceratops	1d6	L	8	6	nil	L	120	Chg	2	2/1	f8/a6	8/24	250
Mammoth	1d6	L	8	6	nil	S	140	Chg	3	1	f8/a8	8/32	300
Camptosaurus	2d6	S	8/4	1/1	nil	S	44	Chg+tail	3	–	f13/a2	8/32	30
Saber-tooth tiger	1	S	12/8	4/2	nil	S	40	jaw&claw	4	–	fs/a12	8/40	30
Dimetron	1d6+2	S	8/4	2/1	nil	L	80	jaw&tail	2	(1)	f10/a6	4/16	125
Sauropod	2d6	L	4/4	6/2	nil	L	500	Chg+tail	2	1	f10/a4	8/16	5000
Protoceras	2d6	S	–	–	nil	S	8	–	4	–	f20/a0	8/48	1
Tyrannosaurus rex	1	L	8/4	6/2	nil	L	140	jaw&tail	3	2/1	a14/f6	8/24	350
Icarosaurus	1d6	S	4	[1]	nil	S	1	Jaws	4	–	f10/a2	8/24	0
Stegosaurus	1d6/2	L	6/4	3/3	nil	L	80	Chg+tail	3	(1)	f8/a4	8/32	125
Iguanodon	1d6	L	6	4	nil	L	100	Chg	3	(1)	f8/a4	8/24	200

Cadillac & Dinosaurs Ocean Animal Data

Animal	# App	Size	To Hit	Dam	Pen	Rng	Hits	Atk	Init	Arm	Behavior (on 1d20)	Speed	Meat (x 1d6)
Crocodile	1d6/2	S	8/4	2/1	nil	S	60	jaw&tail	2/3	–	a10/f4	4/16	70
Octopus	1	S	8	2	nil	S	20	tentacles	3	–	f6/a6	4/16	8
Trucida velociraptor	1	S	8/4	1/2	nil	S	16	Clw&tail	3	1	a8/f5	8/24	inedible
Volaculcita	2d6	S	8	1	nil	S	4	tentacles	2	–	a4/f9	8/16	0
Volaculcita	2d6	L	10	2	nil	S	12	tentacles	2	–	a4/f9	8/16	0
Shark	1d6	S	10	3	nil	S	32	Jaws	3	–	fs/a16	16/60	20
Phobolocustus (4/6)	3d6	S	8	[1]	nil	S	4	claws	4	–	f10/a4	4/8	0
Phobolocustus (2/6)	1d6	L	8	1	nil	S	12	claws	4	–	f10/a4	4/16	3
Mosasaurus	1	L	10	10	nil	L	500	Jaws	3	2	a18/f9	16/60	5000
Trilobite (5/6)	3d6	S	4	[1]	nil	S	1	Jaws	4	–	f14/a0	8/16	0
Trilobite (1/6)	1d6	L	8	1	nil	S	12	Jaws	4	–	f14/a4	8/16	3

For GDW's role-playing games

Cadillac & Dinosaurs Flying Animal Data

Animal	# App	Size	To Hit	Dam	Pen	Rng	Hits	Atk	Init	Arm	Behavior (on 1d10)	Speed	Meat (x 1d6)
Quetzalcoatl	1	S	8	1	nil	S	8	Jaws	4	—	f4/f4	32/60	5
Pteranodon	4d6	S	8	[1]	nil	S	4	Jaws	4	—	a1/f20	32/60	0.33

Consolidated Terran Land Animal Data (Twilight: 2000)

Animal	# App	Size	To Hit	Dam	Pen	Rng	Hits	Atk	Init	Arm	Behavior	Speed	Meat (x 1d6)
Bear	1	400	12	5	nil	L	40	A+A	5	—	a7/f7	10/20/40	
Bison	1d10	800	12	4	nil	S	50	DB	5	—	f11/a7	10/20/40	
Boar	1	100	2	2	nil	S	20	A	6	—	f12/a7	6/10/30	
Camel		1200					65					10/20/40	350
Dog	3d6	25	4	4	nil	S	6	DB+A	6	—	Am/f7	15/30/60	
Elephant, African	1d6	6000	8	16	nil	S	120	DB	4	—	f11/a7	10/20/30	800
Elephant, Indian	1d6	3200	8	12	nil	S	70	DB	4	—	f11/a7	10/20/30	
Fowl	2d10	1	8	0.5	nil	S	1	A	7	—	f16/a2	6/20/80*	
Game	2d6	50	2	2	nil	S	6	A	6	—	f18/a2	10/20/40	
Grazer	2d6	100	2	2	nil	S	20	A	6	—	f15/a7	10/20/60	
Horse		350					60					10/30/60	90
Large cat	1d6+3	100	5	3	nil	S	20	(DB)+A	6	—	As/Fs	15/30/60	
Mule		300					40					10/20/40	70
Ox		600					70					10/20/30	250
Rhino	1	1600	1	9	2	L	60	A	4	—	f11/a7	6/15/30	
Tiger	1	200	5	5	nil	S	30	A	6	—	As/Fs	10/20/40	
Wild cattle	1d10	800	2	4	nil	S	50	DB	5	—	f11/a7	10/20/40	
Wolf	2d6	50	4	4	nil	S	10	A	6	—	Am/f7	15/30/60	

* Speeds listed are Walk/trot/fly rather than Walk/trot/run

* "Am" means "if more"; "Fs" means "if surprised."

To: DGP AND TRAVELLER FANS:
From: Roger Sanger, DGP   (dgpinfo @ cyberspace.com)

DGP & TRAVELLER

I've been inundated by queries from fans of Traveller and DGP about DGP's role in Marc Miller's forthcoming Traveller odyssey.

Here are the most frequently asked questions, and the most interesting ones, followed by my responses:

Will DGP aquire Traveller?

No, that is not our intention. Marc Miller is back in town, and we wholeheartedly support his direction, wherever he may lead us.

Will DGP publish the main line of Traveller in its new incarnation?

No. We've got too many irons in the fire (including our own brand new game system, and other huge projects - see below) to take on the whole darn thing.

Will DGP produce Traveller goodies like it used to?

The precise details haven't been worked out yet, but tentatively, "yes". (Please see my comments following this FAQ.)

Will DGP start up the Travellers' Digest again?

Let me answer this question with another question: Is this something you really really want?

Will DGP make its past publications available?

We are looking into the best ways to do this. (Please let us know how you want them: Fried, poached, or scrambled? See below.)

Will DGP complete its unfinished Traveller projects of the past?

It is too early to say. We'd like to, but this depends on many factors, such as how well they would fit in with Marc's agenda for Traveller, how much demand for each one there is from YOU, and so on. :)

What were DGP's unfinished projects?

● The Black Duke
● The Omnesium Quest
● Grand Explorations
● Battles of the Rebellion (with Marc Miller)
● World Builder's on Computer
● Second Survey on Computer
● Robots & Cyborgs
● MegaTraveller Alien #3 - Zhodani & Droyne
● MegaTraveller Alien #4 - K'kree and Hivers
● MegaTraveller Alien #5 - Humans and Nonhumans

These are all in various stages of completion. Some barely entered the discussion stage, while others made it well into the writing stage.

Will DGP make its library of Traveller publications available on CD-ROM?

We're working on it. (See below)

Will DGP ever finish A.I. (tm)?

Hey, that's not a Traveller-related question! Okay, I'll answer it anyways. Yes, we are working on it. In fact, the A.I. (tm) design team is currently recruiting kibitzers.

WHAT'S NEXT?

BEFORE DGP can go into production of new material, we need to see which way Marc Miller moves, and whether he decides that the next step must be Traveller 4, or whether he decides to retrench with Classic Traveller, or Mega, or New Era.

In the meantime, DGP is limited in what we can develop and offer, but there may be a few things we can put together, without conflicting with Mr. Miller's future designs.

Here are some ideas for convenient gaming resources which DGP is mulling over. Please let me know which of these you would most likely purchase if DGP made them available (in book form):

The Grand Tour: All 21 episodes of the epic adventure from the Travellers' Digest Magazine, compiled into one book, complete with support material, and of course with embellishments and enhancements.

Adventure Resource: All other adventures and scenarios published by DGP from its various publications and magazines, with relevant support material.

Technology & Equipment: All medical essays, technological essays, and equipment descriptions, compiled into one book, gathered from issues of Travellers' Digest Magazine, the MegaTraveller Journal, and from all of DGP's supplements, sourcebooks, and adventures.

Campaign Resource: A potpouri of sociological essays on Traveller cultures and lifestyle, aliens, history, regions, governments, agencies, Rebellion Factions, rules suggestions, and more. Arranged for easy reference.

If response is great enough, we'll submit a proposal to Marc.

CD-ROM'S AND SUCH

We at DGP were delighted when Marc expressed his desire to see a Traveller CD-ROM created. We've been wanting to put DGP's entire archive of Traveller publications on CD-ROM for quite some time but decided to hold off on development until the climate surrounding Traveller changed. It finally has.

So, we've started work on gathering, recompiling, converting, and reformatting our computer file versions into some semblance of order, to someday be placed on one nifty disk for your viewing pleasure.

This will certainly be a long and arduous project, which will likely take us months to complete.

We'll need all the help we can get!

If you think you can assist us with this project, please let me know.

Sincerely,
Roger Sanger
Digest Group Publications

P.S.: If there are any questions you'd liked answered that were not answered above, by all means, please ask away!

P.S.S. I, Clay Bush, will relay any responses from people who do not have internet access.